WEEK ENDING	07/10/2022
SUBJECTINFORM	ATION AND COMMUNICATION TECHNOLOGY
REFERENCESYLI	ABUS(CRDD,2007), ICT FOR JHS
FORMBA	SIC 84

DAY/DURATION	TOPIC/SUB-	OBJECTIVES/R.P.	TEACHER-	T/L	CORE POINTS	EVALUATION AND
	TOPIC/ASPECT	<u>K</u>	<u>LEARNER</u>	MATERIALS		REMARKS
			<u>ACTIVITIES</u>			
TUESDAY	TOPIC	OBJECTIVE	INTRODUCTION	1. Computer	Categories of Educational Software	Exercise
TUESDAY  03-10-2022  1:20PM - 2:40PM 80min	Accessing Information  SUB-TOPIC Accessing Information from Educational Software	By the end of the lesson the Pupil will be able to;  1. Identify 4 examples of Educational Softwares. 2. Browse for information from Educational Softwares. RPK Pupils have been studying with educational softwares like Encarta Kids.	INTRODUCTION Pupils brainstorm to mention examples of Educational Softwares.  ACTIVITIES  1. Discuss procedures to follow to browse for information using Educational Softwares.  2. Assist Pupils browse through Educational Softwares for relevant information.  CLOSURE	1. Computer 2. Educational Softwares (Encarta, Wikipedia, Grolier, software on CDs) 3. Pictures.	Educational Rebotics & MBL Programmable systems Virtual Reality applications  Examples of Educational Softwares;  Britannica Encyclopædia Britannica Ultimate Reference Suite Cartopedia: The Ultimate World Reference Atlas	1. Explain the meaning of Educational Software. 2. State 5 examples of Educational Softwares.
					<ul> <li>Celestia</li> </ul>	

			Through questions and answers, conclude the lesson.	<ul> <li>Google Earth -         (proprietary license)</li> <li>Gravit</li> <li>Encyclopedia Encarta         Timeline         <ul> <li>Euratlas</li> </ul> </li> <li>Back in Time (iPad)</li> <li>Balance of Power</li> <li>Lemonade Stand</li> <li>Number Munchers</li> </ul>	
				<ul> <li>Odell Lake</li> <li>Spellevator</li> <li>Windfall: The Oil Crisis Game</li> <li>Word Munchers</li> </ul>	
THURSDAY  06-10-2022  8:05AM - 9:15AM  70min	TOPIC Accessing Information  SUB-TOPIC Importance of Using Educational Softwares to improve Teaching and Learning.	OBJECTIVE By the end of the lesson the Pupil will be able to; Describe 4 benefits of Educational Softwares in Teaching and Learning. RPK	INTRODUCTION Pupils brainstorm to explain the impact of Educational Softwares in their studies.  ACTIVITIES 1. Pupils in groups to discuss the	Importance of Educational Softwares;  1. it offers students, a wide variety of options for learning 2. It help Pupils to solve academic problems	Exercise; State 5 importance of using Educational Softwares to improve Teaching and Learning.

Pupils have been using Google Search to make research of Assignments.	-	3. It help Pupils to connect with classmates 4. It help Pupils to have complete control of their experience.	REMARKS
	CLOSURE Through questions and answers, conclude the lesson.		